

Blue Nightmare

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“May your hands defend the values of justice just as a Blue Nightmare grips its prey.”

—Anonymous knight, cited in the Codex Reparationum, 1363

The **Pesmortalis Terribilis** (Scholar’s Tongue: *Terrible Mortal Feet*), better known by its common name, the **Blue Nightmare**, is a type of paravampire of the direct predation kind, which appeared in the world after the Second Conjunction of the Spheres.

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Description

The pesmortalis resembles a bat of predatory appearance. It has blue fur, eyes with a pseudo–tapetum lucidum lacking pupils and of red coloration,

Blue Nightmare



Taxonomy

Classification Paravampire

Rank C

Danger Level High

Kingdom Animalia

Phylum Chordata

enormous ears shaped similarly to certain carnivorous plants that emit a form of bioluminescence, a large head vaguely shaped like an inverted pyramid, and a mouth proportionate to that head filled with sharp fangs of varying sizes. It also possesses a long blue tongue that serves as a tactile organ, as well as wings resembling those of a dragon or draconid, which end at their upper section in two solitary sharp claws — ancient vestiges of once having been a terrestrial being. It has two legs with equally sharp claws, similar to those of a monkey, which, together with the wing-claws and the fangs, allow it to grasp prey and make escape nearly impossible.

When fully upright, it reaches, as previously stated, approximately 2 meters in height, thus surpassing even the largest fruit bats in size, while in attack posture it measures around 1.30 meters. Its wingspan is approximately 1.80 meters at full extension.

Discovery

Although incorrectly — since conversion-based vampirism does not exist — the

Class	Seudomammalia
Order	Xenomegacanisvolana
Family	Venatormentae
Genus	Pesmortalis
Species	Pesmortalis
Related Species	Unknown
Physiology	
Height	When fully upright, approximately 2 meters in height
Wingspan	Wingspan is approximately 1.80 meters at full extension
Weight	Similar to a human
Eyes	Red without pupil
Other Characteristics	Bioluminescence in eyes and the interior of the ears
Ecology	
Lifespan	50 years
Intelligence	Raven-like
Nature	Aggresive
Range	Northern parts of the Old Continent (reported)
Habitat	For the most part, enclosed spaces

idea of beings that resemble vampires but are not truly such already existed in the world at least three centuries after the human arrival during the [First Conjunction of the Spheres](#). This was due to creatures such as werebats or chiropterism being confused, together with the illness caused by [dhampirs](#), [dips](#) and [plumards](#), with [vampirism](#) (though, truth be told, that was a secondary cause — the primary one being the disease). This confusion eventually led, once the truth was uncovered sooner rather than later, to the creation of the concept of the paravampire.

However, the pesmortalis would not enter the category alongside other members of its kind until three years after the Second Conjunction of the Spheres, that is, in 1361, when the [Griffin School](#) [witcher Putnam Pitch](#) killed the first recorded specimen after being contracted by the Koviri generalist scholar Beascezia Nonkevand, who had heard local rumors about the monster in her hometown of Narok.

It received the name blue nightmare due to the prior rumors; pesmortalis terribilis because of the wounds it inflicted on the witcher with its feet; and the classification and type of direct predation paravampire after the witcher recovered and he and the scholar carried out a joint autopsy of the creature.

Originally, it was considered a possible member of the *chiroptera*, or more specifically the *pteropodidae*; however, due to its size — around two meters tall when standing upright — and its more alien appearance only slightly resembling that of a bat, it was granted its own genus: *Pesmortalis*.

Classification

The autopsy carried out by Pitch and Nonkevand concluded that, although it closely resembled a bat, it was neither a chiropteran nor a member of related families; therefore, it was not related to vampires.

This was due to its snout, more similar to that of a dog but highly flattened, and

Diet	Blood
Prey	It shows a preference for the young of other species, as brain waves fluctuate more easily, indicating greater emotionality and therefore making them easier to frighten, in addition to being physically easier targets due to not being fully developed. Typically, these victims range from late childhood to early adolescence
Predators	Witchers (sort of)

the claws present on the wings, more akin to those of a canid, along with other evidence such as the legs, which, due to having a wide separation covered by an almost membranous musculature, indicated that at some point they had been joined together. Thus, it could not have evolved from the aforementioned mammals.

Additionally, its fur more closely resembled that of wolves, coyotes, and dogs rather than the sparse hair of bats. While a case of evolutionary reversal could theoretically have occurred, it is highly improbable, as evolution almost always tends to eliminate vestigial characteristics — such as hair, had it descended from those flying mammals — which is not the case here.

Therefore, it was granted a new genus, classified as a paravampire (it resembles a vampire but is not one), and it was theorized that wherever it originated from, a most probable ancestor had been the aforementioned dog, wolf, or coyote — or, if not these, some unknown type of canid.

Characteristics

“A being from a reality far less benign than ours.”

—Pitch’s note during the first autopsy conducted

They are predatory in nature, primarily crepuscular-nocturnal. Hematophagous in diet. Their fangs appear, like their feet and wing-claws, designed to grasp prey, with the added function of draining it through suction by means of specialized muscles. The upper fangs are more resistant than the lower ones, likely because they are key in the pinching mechanism used to capture prey. The lower fangs, which possess the ability to regenerate rapidly, tend to break during the draining process when they encounter bone, as they are not designed to tear flesh or destroy bone (unlike those of vampires, which are — either by their inherent nature or because they inherited them from their ancestors).

There are no notable sexual dimorphisms between male and female. The only way to distinguish them is that males have ears that taper into an increasingly thin line, curving at the end. They use the size of this extension to display themselves as the dominant male to others, or as the ideal candidate to a female during reproduction. Reproduction, like that of humans, occurs throughout the year; there are no cycles.

They possess intelligence far superior to what would be expected from beings in

their range, even exceeding that of some lower vampires such as proto-fleders and fleders, being equivalent to that of a raven. However, unlike ravens, they are not very social beings, especially the males. Their packs are limited to groupings of females during child-rearing, led by an alpha female — which could be another indication of a certain evolutionary tendency, in this case of canid structures and hierarchies.

Like ravens, they are also capable of using simple tools with their feet, though with greater precision due to the shape of their limbs.

Their strength is considerable — appropriate to their size — being able to lift prey at least slightly taller than their average height and throw it without much difficulty to kill it if it does not die from the grip or draining (which is very difficult to survive).

Like other paravampires (and higher and [supreme vampires](#)), sunlight does not affect them, in the pesmortalis case being only a mild irritation, and more specifically to their eyes. Very loud sounds, due to their large ears, cause similar discomfort.

Lastly, it should be noted that their partial bioluminescence (inner ears and eyes) is not a method of infrared vision or echolocation, but rather a kind of fusion between both but more primitive, focused on the brain waves emitted by their victims. The ears function both as auditory organs and as secondary "eyes" — a kind of specialized "*medulla oblongata*" for vision — and the intensity of their eyes and inner ears increases depending on how perceptible the signal of a potential prey is, in order to frighten it and make capture easier.

Habitat

For the most part, enclosed spaces (not necessarily caves), as open environments cause them oversaturation and collapse due to the large quantity of waves received. Nevertheless, they are quite adaptable and may even inhabit urban environments, provided the area is, so to speak, enclosed and not excessively populated.

Behavior

The pesmortalis is highly territorial and usually operates alone, although there are occasional cases of individuals working together if the prey is very large. It

attacks at dusk or in the middle of the night depending on the victim. It shows a preference for the young of other species, as brain waves fluctuate more easily, indicating greater emotionality and therefore making them easier to frighten, in addition to being physically easier targets due to not being fully developed. Typically, these victims range from late childhood to early adolescence.

After locating its victim, it proceeds as follows. It attempts to frighten the prey through a combination of body gestures and hissing. If the victim freezes in fear, it grabs them by the abdomen with its feet and carries them to its lair. If not, it adds an additional step, increasing its bioluminescence to such an intensity that it temporarily blinds the victim, which is usually enough to paralyze them and allow the monster to seize them.

Once in its lair, if the victim has not already lost consciousness due to blood loss from the abdomen and still has the strength to escape, the creature drives the claws of its wings into the victim's shoulders to prevent this. If the victim is already unconscious, it skips directly to the final step: draining the remaining blood in order to feed. This is done by inserting the lower fangs into the right side of the neck, the upper fangs into the left, and finally using the specialized suction muscles of the mouth.

If the prey is very large or roughly comparable to the creature's own size, a variation in the grip occurs: it uses the claws of its feet to seize the victim by the shoulders instead of the abdomen.

Additionally, depending on whether reproductive urges are high or not, females may bury the corpse in humid areas so that it decomposes quickly, later retrieving the bones, which are used to construct their nests. Males, on the other hand, usually discard the body near the edges of their territory in order to prevent other monsters such as [necrophages](#) from entering and causing disturbances.

Reproduction and Life Expectancy

The pesmortalis reproduces, as previously mentioned, without cycles, occurring throughout the year, with gestation lasting two months. This reproduction is of a paramarsupial nature. After birth, the offspring are swallowed by the mother and carried to a section of the pesmortalis stomach similar in shape and location to the bovine reticulum, though larger in size, which functions as an incubator.

There they receive blood from the prey consumed by the mother, allowing them to continue growing.

Once one of the young becomes too large, the others expel their sibling, which is then expelled by the mother through the esophagus and out of the mouth, thus beginning its first steps in the outside world. In the case of the last remaining offspring, the process changes slightly, with the organ itself expelling the young simply because it no longer fits.

Sexual maturity is reached at around eight months. Life expectancy is surprisingly long, averaging around fifty years.

Weaknesses

“Muscle tearing and near rupture of the clavicles. Had it seized his neck or rib cage, he would be dead.”

—Fragment from the medical report of Beascezia Nonkevand regarding the witcher Putnam Pitch

Beyond sunlight being merely an annoyance and loud sounds causing discomfort, the pesmortalis is not affected by fire (sharing that along being unaffected by sunlight with higher and supreme vampires), as its fur is fireproof. However, it is affected by water, which causes severe skin irritation. This irritation becomes so intense that, likely because the brain prioritizes alleviating the sensation, the monster temporarily loses its ability to fly. Unlike higher and supreme vampires, it is also unaffected by extreme cold, probably due to its thick fur.

Another thing that does not significantly affect it is pure steel, due to the type of muscle fibers it possesses (which largely explains its strength and size despite its ability to fly). The muscles appear to compensate for the deficiencies caused by bones that are even more hollow than those of birds, which, together with specialized organs, enable flight. These hollow bones may also explain the ease with which its lower fangs break.

Silver, on the other hand, affects it differently. It harms the monster in much the same way a kitchen knife would harm a human: it can cause lethal wounds depending on where it strikes, but otherwise the monster can close such injuries relatively quickly. This is not the case with electrum, as the chemical composition of gold interferes with the creature's blood clotting process by destroying the platelets, eventually causing it to bleed out even from the

smallest wound. Thus, the traditional witcher's second sword—a steel core coated in silver (since pure silver is too weak)—would only be partially effective.

To all of the above must be added paravampiric oil, which amplifies both the effects of electrum and the irritation caused by water by triggering erratic responses in the nervous system.

Finally, like bats, they are blind—but even more so. They lack the spatial mapping provided by echolocation. Instead, they rely on their long blue tongue, using it to create a map of the surroundings through a mixture of environmental changes detected by it and tactile information gathered when the tongue physically probes areas that attract their attention.

Slaying

“We could have named it after one of my exes, and I do not think that would have been inaccurate. One of them behaved in a very similar way.”

—Attributed to Putnam Pitch

Killing a pesmortalis is not difficult. At least, not if one comes prepared.

To determine whether one has entered the territory of these monsters, it is enough to observe whether there are recent corpses or fresh mounds in humid areas within the surroundings.

After confirming its presence, the first step is to consume [Petri's Philter](#) and [Cat](#) as elixirs in order to increase magical intensity and night vision respectively, shortly before entering the pesmortalis territory.

Once the elixirs are taken, due to its territorial nature the pesmortalis will fly directly toward the intruder. At that moment, one should use a combination of [Signs](#): first Aard to knock it to the ground, then Hatri to reflect the opponent's hatred, bloodlust and hunger back toward its source, causing the monster to become afraid, and finally Moahk, to unleash a wave of water and thus trigger the irritation that greatly disorients the creature.

After completing this trio of Signs, the finishing step is to apply paravampiric oil to a silver or electrum sword (preferably the latter) and deliver cuts to key areas so that the monster bleeds out as quickly as possible and dies.

Trivia

- There is no direct inspiration for the pesmortalis. Beyond attempting to popularize the concept of the paravampire with this article, as in too many media sources creatures have been classified as vampires when they are not.
 - The image associated with the creature is a reworked version of a slop image depicting a terrifying bat originally generated by Midjourney. This image served as the genesis of the inspiration for the monster.
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